



**MAPUA**  
MALAYAN COLLEGES  
LAGUNA



# **Mechanics for Table Tennis (Singles and Doubles League)**



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## GUIDELINES & MECHANICS

As part of the annual Wizards' Cup, table tennis shall be competitively played by the students of Mapúa Malayan Colleges Laguna to showcase their skills in the field of sports.

<b>Venue</b>	ET Yuchengco Lobby
<b>Preliminaries</b>	
<b>Semifinals</b>	03 FEB 2025 12:00 PM - 4:00 PM
<b>Losers Bracket</b>	04 FEB 2025 10:00 AM - 4:00 PM
<b>Finals</b>	05 FEB 2025 1:00 PM - 4:00 PM

With this, the following are the guidelines and provisions for this competition:



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### I. GUIDELINES

#### a. Participants of the Table Tennis competition shall meet the following qualifications:

- i. Participants must be bonafide students of Mapúa Malayan Colleges Laguna from the date of registration to the date of execution of games.
- ii. Participants shall have registered through the MS Forms provided by their respective departments.
- iii. Participants agree to adhere to the rules and regulations of the sport as deemed by the decision of the referee and the committee.
- iv. All members of each team must wear their team jersey and other appropriate equipment.

#### b. Each team must observe the following conditions:

- i. All members of each team should **only** be students of the respective department.
- ii. Each department and its chosen players for each league are considered a team.



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### I. GUIDELINES

**iii.** Each Department must have players for both Singles and Mixed Doubles League and must have the number of participants in the following game.

1. Singles: One (1) male and one (1) female participant
2. Mixed Doubles: Two (2) players: one (1) male and one (1) female

**iv.** Each Department must have at least one (1) reserved player for each category in case the other is not available.

**c. The race shall be guided by the general guidelines in addition to the rules:**

- i.** The competition will be played at round robin setup, and each team will face other departments once.
- ii.** The top four teams who acquire the most wins will battle in the Semifinals.



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### II. GAME RULES

**a.** The rules established in these guidelines must be strictly followed and observed by all players and officials involved in the match. These guidelines establish a comprehensive structure to manage Table Tennis games while encouraging fair play and sportsmanship among all participants. The Wizards' Cup Table Tennis tournament shall comply to the following regulations:

#### **i.** Mechanics

1. Participants will be provided with their equipment needed during the competition but will be **HIGHLY ENCOURAGED** to bring their own rackets.
2. The game is played up to 11 points. For preliminaries, quarter finals, and semi-final, the match will be best of three (3), first to win two 2 sets. While the final game will be best of five (5), first to win 3 games.
3. Each team will alternate serving two (2) points at a time.

#### **a. EXCEPTION:**

- i.** When the score is 10-10 ("deuce") service will alternate after every one (1) point.
4. When serving, hold the ball in your open palm and release the ball at least 6" straight up. Once the ball leaves the server's hand it is in play, and so counts as the receiver's point if the ball is missed or miss-hit.



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### II. GAME RULES

5. For singles: There are no restrictions on where the ball can land on your side or your opponent's side of the table.
6. For doubles: The serve must bounce in the server's right court and receiver's right court. Landing on the center line is fair. Doubles partners switch places after their team serves twice.
7. When the service hits the net, the team that serves will serve again and there will be no points given to the opponent. The limit to let serves are (3) three, after (3) three let serves the opponent will get a point.
8. When the ball hits the net and goes over during rally, it will count as a point.
9. Players may touch the ball or the table with your paddle hand or other parts of your body. If the table moves from touching your body during rally, it will count as a point for the opponent. And if the player touches the table with the non-paddle hand, it will count as a point for the opponent.



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### **III. POINT VALUES AND CATEGORIES OF WINNERS**

#### **a. Categories of Winners**

- Champion
- First Runner Up
- Second Runner Up

#### **b. Scoring System**

- The game is played up to 11 points.
- Elimination and Semi-Final will be best of three (3). First to win two sets.
- Final round will be best of five (5), first to win 3 games.



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### IV. PENALTIES AND VIOLATIONS

#### a. Team Violations Clause

**i. Lack of players.** If starting members do not reach the prescribed number of people for each team.

1. **Penalty.** Disqualification.

**ii. No Show.** If the team does not show up for the games.

1. **Penalty.** Disqualification.

#### b. Game Violations Clause

**i. Failure to Serve**

1. **Penalty.** Loss of a point.

**ii. Touching the table with the body or the racket when the ball is in play**

1. **Penalty.** Loss of a point.

**iii. Obstructing the opponent's view with the body or the racket.**

1. **Penalty.** Loss of a point.

**iv. Hitting the ball out of bounds or into the net.**

1. **Penalty.** Loss of a point.

**v. Playing a ball that isn't a valid serve, such as a ball that bounces twice before being hit.**

1. **Penalty.** Loss of a point.

**vi. Player hits the ball twice in a row.**

1. **Penalty.** Loss of a point.



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### V. INTERRUPTIONS

- a. In case that the table that we'll be using is not in condition and the bounce of the ball is killed due to the table, it will be called "dead ball" and there will be no points given.
- b. In case there are objects such as other balls that cross across the table, it will also be considered as a dead ball.
- c. If there are people walking near the table or the players during a rally, this will also be considered as a dead ball.
- d. **Let Serves.** If the ball hits the net during a serve and goes over, it is considered a let and the serve must be replayed.
- e. **Timeouts.** Each player is allowed one timeout per match.
- f. **Illegal Serves.** If a player serves illegally three times in a row, they forfeit the game.
- g. **Injury Timeouts.** A player may take up to a five-minute injury timeout during a match.



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### VI. EQUIPMENT RIDER

- a. **3 Table Tennis Tables.** Standard-sized tables (2.74m x 1.525m) with a net in the middle. The tables must be in good condition with a consistent playing surface.
- b. **Table Tennis Balls.** Two per team, with extras for lost or damaged balls. Choose high-quality balls for consistent bounce and spin.
- c. **Table Tennis Paddles.** Two per team match skill levels with appropriate paddle quality and speed.
- d. **Score Sheet.** This is to be used by players to keep track of their scores.